SNS-ATHE-USA

THE TICK™

INSTRUCTION MANUAL

FOX INTERACTIVE™ A UNIT OF FOX INC.

fox kids network

SUPER NINTENDO ENTERTAINMENT SYSTEM

THE TICK™

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THE STORY

IT'S NIGHT IN THE CITY AND THERE'S A NEW SUPERHERO IN TOWN!

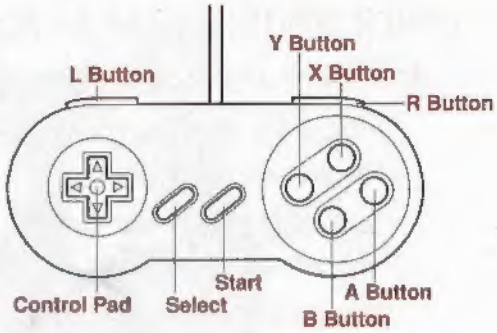
As the awesome Tick, you have powers and abilities far above most mortal men (After all, you are a 7 foot tall, 400 pound Arachnid). You're strong enough to use the City as your personal gym and haven't a care in the world! That is, until you encounter wacky Ninjas, crazed clowns, and lame superheros roaming the streets!

The action takes place everywhere - from the top of a moving city bus, to the halls of a inhospitable hospital. With the grace of a pig on roller skates, you forge ahead, only to encounter these goons, thugs and ruffians at every turn. They're mean and nasty and ready to remove your feelers once and for all. To this, you have but one answer - STOMP, SMASH, PUNCH, BODY SLAM, KICK!! (Okay, it's a multiple answer, but it works). Use the gentle "martial" arts of persuasion through 44 danger-filled levels to solve each plot line and thwart these evil doers and save the day!

TAKE CONTROL

Throughout this manual the buttons on the SNES Controller will be referred to as follows:

A Button, B Button, X Button, Y Button, Control Pad, and Start Button.



The general button commands are as follows:

A BUTTON – Punch Button

- Press this button to punch enemies. After three punches have been launched, you will perform an uppercut. This is stronger than a regular punch (and quite impressive)!
- Press this button to pick up certain items to throw at your enemies.

B BUTTON – Jump Button

- Press this button to jump. You can do a kick as you jump for extra offensive power.

X BUTTON – Call Arthur

- Press this button to call in Arthur for a fly-by-attack.

Y BUTTON – Kick Button.

- Press this button to kick enemies. After two kicks in a row, you will do a roundhouse kick.

CONTROL PAD – Movement Control.

- Press left or right to walk left or right.
- Press up to walk or climb up.
- Press down to walk or climb down.

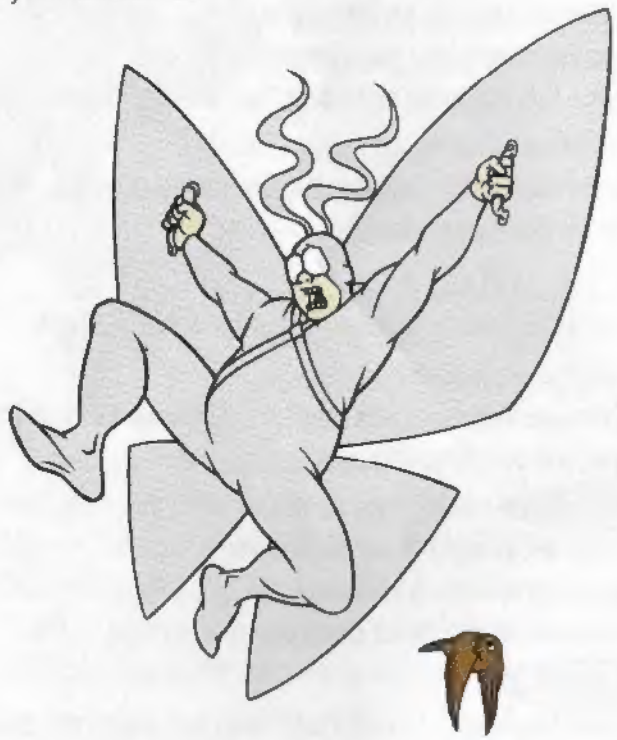
START BUTTON

- Press this button to make selections and pause the game.

TAKE CONTROL

OTHER CONTROLS ARE AS FOLLOWS:

- After stunning the opponent (two kicks, or three punches), you can:
  - Finger Flick: Attack while holding Control Pad (right or left) and pressing the A Button
  - Slap Silly: Attack while holding Control Pad (up plus right or left) and pressing the A Button
  - Body Slam: Attack while holding Control Pad (down plus right or left) and pressing the A Button
- Back-to-Back Fighting: When you pick up a Back-to-Back Fighting icon (see Useful Items), another character appears behind you to help you fight your adversaries!



GETTING STARTED

You may choose from the following options at the beginning of the game: Start Game, Change Controls, Test Sounds, Music, Sound Effects, Lives, Continues, and Arthur.

START GAME: Begin your adventures as The Tick.

CHANGE CONTROLS: Change the button configuration.

TEST SOUNDS: Listen to the different music and sound effects.

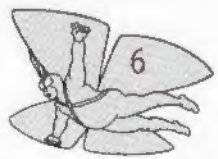
MUSIC: Toggle music on or off.

SOUND EFFECTS: Toggle sound effects on or off.

LIVES: Change the number of Tick lives you begin with.

CONTINUES: Change the number of continues you begin with.

ARTHUR: Change the number of Arthur fly-by-attacks you begin with.



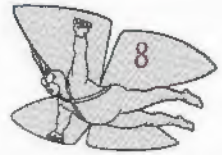
JUMP INTO ACTION

The Tick is divided into three different stories, each consisting of several chapters. The first chapter will begin as you battle Ninjas on top of a moving bus. From this point on it's action city as you punch, kick, and jump your way to the end of each level. In tough spots, call for a little assistance from your faithful sidekick, Arthur. Although he's not as strong as you, he can at least get in the way and create a general state of confusion. Isn't that what sidekicks are for?

Each chapter has one or more levels that you will enter, all with their own set of dangers and traps. For the most part, you can easily annihilate these mundane threats. Sometimes however, the cowards attack from off screen, forcing you to play a deadly game of avoidance. Once you lose all of your energy, you lose a life. You can also lose a life by falling off cliffs or buildings, although these things are not always fatal (Hint, Hint)!

THE STATUS PANEL

Once you are in the game, your status appears as icons at the top of the screen. Tick Heads will indicate the number of lives you have remaining. Arthur Heads will tell you the number of times you may call on your trustworthy sidekick Arthur for an effective (if somewhat clumsy) fly-by-attack. Your energy is contained in the Bar at the top left of the screen, although you might argue it is contained somewhere between your pancreas and gall bladder. Lastly, you can keep track of how well you're doing against evil by checking your score.



The three stories are as follows:

NIGHT OF A MILLION ZILLION NINJAS

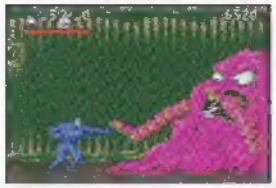
(Chapters 1-4):

You must rescue Oedipus (A Ninja Warrior-Babe) from the clutches of the evil Ninjas. Oedipus was once one of the Ninjas, but was kicked out for stealing their sacred Thorn of Oblivion (though some claim it was for leaving hair in the bathroom sink). You set out to free her, and along the way meet a Samurai named Paul, who also opposes these Ninja jerks. As The Tick you must eventually challenge the brave (though somewhat conceited) Sagin the Wolf before a final showdown with the Ninja District Manager at Ninja World!

CHAIRFACE WRITES HIS NAME ON THE MOON

(Chapters 5-10):

Chairface Chippendale is one of your oldest and most cunning foes, and this time he is cooking up a scheme with Professor Chrome Dome and the Idea Men to write his name on the Moon as the ultimate act of vandalism. Of course, he didn't count on you...The Tick!



WHAT THRAKKORZOG WANTS, THRAKKORZOG GETS:

(Chapters 11 - 16):

Tharakkorzog (Bet you can't say it three times quickly), an evil alien dictator, has plans for world domination. He enlists the help of four corrupt clowns and a couple of super villains to make sure you don't interfere with his plans. It's a close encounter of the worst kind when you journey to Thrakkorzog's home planet in Dimension 14B (You know, the one right next to Dimension 14A) to face the Mother of all alien creatures - Thrakkorzog himself!

SUB-PLOTS

In addition to the three stories, you may find yourself embroiled in some very annoying Sub-Plots. Such is the life of a superhero:

THE CAPED WONDER:

Clark Oppenheimer is ready to beat the snot out of you for letting everyone know about his secret identity as The Caped Wonder!

CHAINSAW VIGILANCE:

The Chainsaw does not believe in superheros and thinks they're all fakes and attention freaks. He hasn't met *you*, yet!

WHICH WAY DID HE GO:

The Running Guy is a very speedy superhero who is going to teach you a lesson or two about encroaching on his turf. It seems you are operating without a proper superhero permit!

A COLD WAR:

The Red Scare was hired by The Running Guy to make himself look good for the TV cameras, but you happened to come by first. You can't understand why the big baby doesn't try harder!

USEFUL ITEMS

The following items can be found scattered throughout the city. All items are useful, so be sure to grab them when you see them.

ARTHUR ICON:

This will give you an extra Arthur fly-by-attack.

TICK ICON:

This will give you an extra life.

FIST ICON:

Pick up the Fist Icon and you will be joined by one of four allies, for a little back-to-back fighting! Superheros who may join you are Oedipus, Paul the Samurai, American Maid, and Die Fledermaus, although the latter is a bit of a chicken. Your back-fighting buddy can only hang around for a little while, and then you're on your own again (Which is okay, because you're The Tick)!

HEART ICON:

The big blue heart will replenish your energy!

GOOD GUYS

THE TICK:

With a background shaded in mystery, and a touch of schizophrenia, our hero comes to a City in need of protection. He understands his role in life is to be the ultimate defender of the City, while always respecting the rights of individuals. He remembers little of his past and has just recently discovered that his costume has pockets! What he lacks in raw intellect, he more than makes up for in brute strength and table manners. He is best known for his battle cry...the one word that strikes fear into the hearts of all crooks, thugs, and villains everywhere...SPOON! (Don't even ask).

ARTHUR:

The Tick's faithful sidekick is an ex-accountant who dons the apparel of a giant moth—even though it looks like a giant bunny rabbit. Arthur's been waiting in the wings (Get it?), to give The Tick a helping hand and prove himself to be a capable superhero. Although Arthur is no match for The Tick in the brawn department, he is clearly the brains of the outfit...and his timing is perfect.

OEDIPUS:

After completing nearly three grueling weeks of Ninja training, Oedipus mastered the fine art of becoming a heroic hostage. Her affection for The Tick is based on mutual trust, respect, and admiration for the finest set of super muscles in town.

GOOD GUYS

PAUL THE SAMURAI:

An honorable Samurai warrior from Japan, Paul is in the City chasing after his arch-enemy, Sagin the Wolf. Paul keeps his blade disguised under a loaf of French bread so as not to arouse suspicion (And to get through Customs)!

DIE FLEDERMAUS:

A striking figure in his tailored superhero costume, Die Fledermaus excels at making stirring speeches just before battle that strike fear in the heart of his enemies. Unfortunately, Die Fledermaus already has more than his share of fear in his own heart, and rarely sticks around for the battle after he has delivered his speech.

AMERICAN MAID:

American Maid is the self-proclaimed splinter in the side of Chairface Chippendale. Although she finds The Tick to be a rather dim bulb, she helps him from time to time in his fight against crime. She is swift, intelligent, and a fancy dresser.

BAD GUYS

What's a superhero without someone who deserves a good slapping around? Here's the Rogue's gallery of villains:

NINJAS:

C'mon, who let these guys in here? Depending on the color of their attire, you will find a number of assault type weapons found only in B-grade movies from the Far East!

THE DISTRICT MANAGER:

The leader of Ninja operations in America. How can legs so spindly hold up such a mass?

SAGIN THE WOLF:

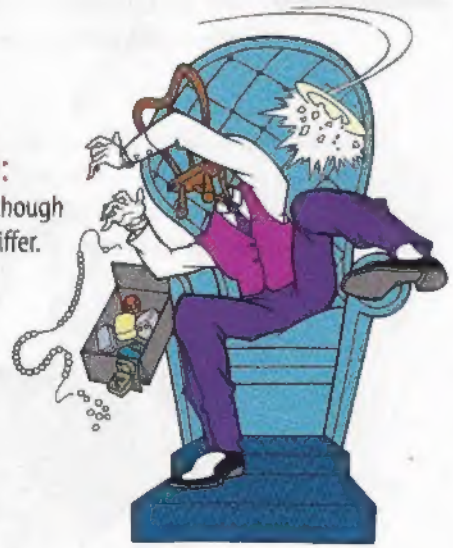
Pretentious, yet dangerous foe that actually studied at this Ninja thing. Pretty tough cookie (Fortune cookie that is).

IDEA MEN:

Bad idea.

THE FOREHEAD:

All brain and no brawn, though his pistol might beg to differ.



BAD GUYS

EYEBROWS MULLIGAN:

One of Chairface's hired goons. Poorly groomed, but heavily armed.

DEADLY NOSE:

This guy could use bullet-proof tissue!

CHAIRFACE CHIPPENDALE:

Merry prankster, and all around Super Villain.

SHIRTLESS:

A hobo clown that packs a mean lunch!

DENTURES:

This little guy has a nasty set of teeth, and a mean disposition!

TOOT TOOT:

Large and fat, this clown is ready for some head stomping!

BAD GUYS

FINGERS:
He'll whip you into shape with his oversized digits!

RED SCARE:
He was a wimp in the Sub-Plot, but he's a lot tougher when he's paid to win fights and not lose them!

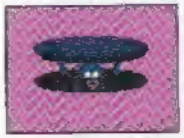
CHAINSAW VIGILANTE:
Usually has a good buzz for trouble.

ALIENS:
Thrakkorzog's goons from another planet! Uuuuugh!

THRAKKORZOG:
Chief, big, ugly, alien.

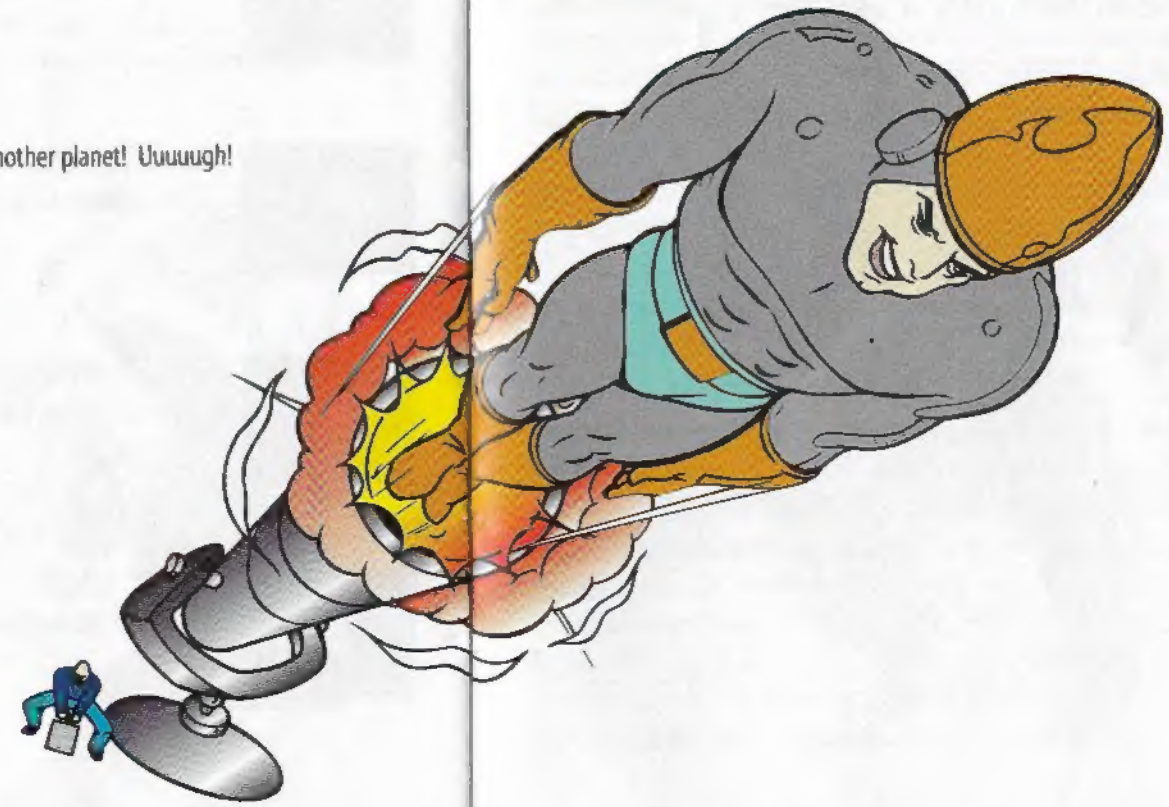
GUYS WHO JUST GET IN THE WAY

CAPTAIN LEMMING:
A dive bomber with bad aim.



SEWER URCHIN:
Occasionally comes out of his manhole, so watch your step!

THE HUMAN BULLET:
This crack shot comes in from the sides. Worse than a sniper!



HINTS AND NOTES

- If The Tick gets knocked for a loop, don't fret. He'll rub it off and get back on his feet. In the meantime, your enemies can't do any extra damage to you while you're down.
- When The Tick calls in Arthur, The Tick puts his hands to his mouth and yells for him in a heroic display of muscles. This is to show that good guys always win, and it gave our animation staff a new way to make him look cool. At the end of each level, The Tick screams out his battle cry, "Spoon!"
- Remember, this is an action game - so keep The Tick moving! Stay in one place long enough and those pesky Ninjas will make chop suey out of you!
- Remember the special Tick attack moves (See Take Control if you've forgotten). These really come in handy to finish off a bad guy.

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